IMPROVED BLUR COMPUTATION ALGORITHM

Abstract

Disclosed herein is an improved blur computation algorithm. The proposed algorithm accomplishes a blur of an image using fragment programs on a GPU. Alternatively, the blur may be computed on a CPU through emulation or directly programmed. Modifications of the program are possible that accomplish motion blur, zoom blur, radial blur, and various other forms of blur that vary across an image computed for the purpose of simulating depth-of-field.